1. A system for animating decoys to attract a desirable quarry, said system comprising:

at least one floating decoy adapted to be placed upon a body of water in a target

area to support a frame adapted to be disposed beneath said decoy, said frame including a

motor adapted to move said frame to cause said decoy to simulate feeding to attract the

quarry and, wherein said frame comprises an elongated parallelepiped rigid structure.

2. The system as recited in claim 1 wherein said at least one decoy comprises a plurality of

decoys.

3. The system as recited in claim 1 wherein said decoy further comprises a guideline

adapted to be peripherally secured to said frame to secure said decoy to said frame.

5. A system for animating decoys to attract a desirable quarry, said system comprising:

at least one floating decoy adapted to be placed upon a body of water in a target

area to support a frame adapted to be disposed beneath said decoy, said frame including a

motor adapted to move said frame to cause said decoy to simulate feeding to attract the

quarry and wherein said motor pivots between a storage and an operative position.

6. The system as recited in claim 5 wherein said frame further comprises an attachment

means in each corner of said frame to secure said at least one floating decoy thereto.

7. A system for animating decoys to attract a desirable quarry, said system comprising:

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at least one floating decoy adapted to be placed upon a body of water in a target area to support a frame adapted to be disposed beneath said decoy, said frame including a motor adapted to move said frame to cause said decoy to simulate feeding to attract the quarry and wherein said frame comprises a collar encircling said motor.

8. The system as recited in claim 7 wherein said collar further comprises legs pivotally coupled to said collar and wherein said legs comprise an attachment means to secure said decoy thereto.

19. A method of attracting game to a pool of water comprising the steps of:

deploying a plurality of decoys on the pool;

selectively animating said plurality of decoys to attract said game, said animating simulating the feeding activity of a duck or goose or other waterfowl on water; and,

wherein said animating step is performed by at least one floating decoy upon the pool supporting a frame adapted to be disposed beneath said decoy in the pool and wherein said frame is adapted to selectively animate said decoy in response to control signals from a user using a motor coupled to said frame and adapted to move said frame downwardly in response to said control signals, said frame movement causing said decoy to become animated to attract said game; and,

wherein said frame comprises an elongated parallelepiped rigid structure and wherein said structure further comprises an attachment means in each corner of said structure to secure said at least one floating decoy thereto.

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20.   A method of attracting game to a pool of water comprising the steps of:

deploying a plurality of decoys on the pool;

selectively animating said plurality of decoys to attract said game, said animating simulating the feeding activity of a duck or goose or other waterfowl on water; and,

wherein said animating step is performed by at least one floating decoy upon the pool supporting a frame adapted to be disposed beneath said decoy in the pool and wherein said frame is adapted to selectively animate said decoy in response to control signals from a user using a motor coupled to said frame and adapted to move said frame downwardly in response to said control signals, said frame movement causing said decoy to become animated to attract said game, and,

wherein said frame comprises a collar and wherein said collar further comprises at least two legs pivotally coupled to said collar and wherein said each of said legs comprise an attachment means to secure said at least one floating decoy thereto.

24.   A decoy animation system for attracting a desirable quarry and adapted to be used with a plurality of floating, water-borne decoys and deployed underwater beneath the floating decoys, said system comprising:

a frame selectively secured to the floating decoys and adapted to remain underwater;

a motor secured to said frame and adapted to be remotely actuable; and,

control means for activating said motor to force said frame downwardly to cause the decoys to mimic feeding activities of the desirable quarry;

wherein said motor pivots between a storage and an operative position.

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25.   A decoy animation system for attracting a desirable quarry and adapted to be used with a

plurality of floating, water-borne decoys and deployed underwater beneath the floating decoys,

said system comprising:

a frame selectively secured to the floating decoys and adapted to remain

underwater;

a motor secured to said frame and adapted to be remotely actuable; and,

control means for activating said motor to force said frame downwardly to cause

the decoys to mimic feeding activities of the desirable quarry;

wherein said decoys mimic feeding activities of the desirable quarry by partially

submerging; and,

wherein said frame comprises an elongated parallelepiped rigid structure.

26.   A decoy animation system for attracting a desirable quarry and adapted to be used with a

plurality of floating, water-borne decoys and deployed underwater beneath the floating decoys,

said system comprising:

a frame selectively secured to the floating decoys and adapted to remain

underwater;

a motor secured to said frame and adapted to be remotely actuable; and,

control means for activating said motor to force said frame downwardly to cause

the decoys to mimic feeding activities of the desirable quarry;

wherein said frame comprises a collar encircling said motor.

27.   The system as recited in claim 26 wherein said collar further comprises legs pivotally

coupled to said collar and wherein said legs include an attachment means to secure one of said decoys thereto.